



## Appendix B

# Fun Facts about SC'3

**Q:** On the concept sketches of new characters, why are the Doogs called “Dorgs”? Why is the Ploxis called a “Shady Arms Dealer”? And why is the Lk called “the Collector”? Why “Dax” and not Daktaklakpak?

**A:** Time. Due to the revolutionary nature of *Star Control 3* graphics, we had to get the special effects crew at SOTA/FX working on the alien robots shortly after the project was launched. We had limited time to design the plot, let alone make sure the new races were finalized. Most of the plot, the new races, and racial interrelations were finished on this accelerated timetable, but there were a few rough edges and uncompleted details. There were other changes, too, but these are the ones that “went public.”



## “Dorgs”

When I first conceived of the Doogs, they were stupider than they are now (if that’s possible), and the name Dorgs suited them. But the more I worked with their dialogue, the less it fit them. As the race evolved, they became less one-dimensional and dim, more earnest and loyal, more trusting and sweet. Soon, the name Dorgs no longer fit, and Doogs became a much better name. By the time filming started, they had a new name.

## “Shady Arms Dealer”

Originally I wanted a race to serve as the arms runner for the Crux, kind of like the Melnorme, but more malicious. A vicious little guy in an underpowered ship. But as I wrote K’tang and Daktaklakpak dialogue, I realized that the Crux lacked a solid core. Soldiers and scientists were not enough. They needed a financier, a manipulator who could do the kind of long-range planning the others lacked. So the “Shady Arms Dealer” became the Ploxis.

## “Collector”

The Lk were the same basic being from the start, but the proper name eluded me for a long time. It had to be eerie and abrupt. We just called their leader “the Collector” until the name popped into my mind.



# Dax

This is a simple matter of FX team confusion. I created the name Daktaklakpak to showcase the arrogance of the race in a single word. They believe they've stooped to your mental level by shortening their name to Daktaklakpak for your convenience. We called them "the Daks" so much that the SOTA/FX team started writing it as Dax.

## *Star Control Online*

There are lots of places to meet other *Star Control* fans. Try Accolade's company support on service providers like America Online or Compuserve, or try some web pages.

### *Star Control 3* (The Official Accolade Site)

<<http://www.accolade.com/products/starcontrol3/index.html>>

Lots of great stuff. Game features, specs, graphics, screen shots, downloadable sound effects, quotes from magazine previews, and, of course, the long-awaited demo.

### *The Star Control Saga*

<<http://www4.ncsu.edu/unity/users/j/jchim/public/starcon.htm>>  
Comprehensive information on ships and races.

Fun Facts about SC3

## Enjoy the Sauce

<<http://www.mathes.urich.edu:80/~jdaggar/starcon.htm>>

*Star Control* tactics page. "Ridiculously complete" look at tactics. Exhaustive, opinionated, and fun.

## The Pages of Now and Forever

<<http://www.inmind.com/people/chad/index.html>>

Dedicated to the *Star Control* games. Information on all three games. Database with lots of background.

## Star Control 3

<<http://www.lehigh.edu/~tep3/sc3.html>>

Lots of information on *SC3* with graphics and sound effects. Also maintains a *Star Control 2* page at <<http://www.Lehigh.EDU/~tep3/uscp.html>>.

## Hierarchy of WWW Pages

<<http://w3.gwis.com/~hwilkins/starcon/>>

So far mostly *Star Control 1* and *2*. Uses frames and requires Netscape 2.0.

## Star Control 2

<<http://www.netzone.com/~aymi/starcon/starcon.html>>

Fun look at *SC2*. Includes whimsical information like tips on conversing with the Orz.